



#11/Amdt. B⁴ P⁴riwi Aut
hmg
11/8/03

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s) : Loewenstein, et al.
Serial No. : 10/081,095
Filed : 02/22/2002
Title : CARDS AND CARD GAME
Examiner : Collins
Art Unit : 3711

RECEIVED

SEP 04 2003

TECHNOLOGY CENTER R3700

AMENDMENT AND RESPONSE

This document is responsive to the Examiner's June 18, 2003 Office
Action.

Applicant would like to thank Examiner Collins and Supervisory
Examiner Layno for the courtesy shown during the July 29, 2003 interview.

AMENDMENT

1. (Amended once) Playing cards, ^{rule} (or) a electronic representation of playing cards, each card having a suit and a value, that when each card is dealt have it displays the suit but not the value, on one side and when a player selects a card the both the suit and value on the other side are displayed.

2. (Amended twice) A deck of playing cards, (or) an electronic representation of playing cards where some of the cards have the suit ~~or value~~ on one side but not the value and both the suit and value on the other, and the remaining cards are conventional cards that have display both the suit and value on the same side of the card and ~~a non-descriptive back~~ display neither the suit nor value on the other side.

3. (Amended twice) A video poker game where cards are dealt from a deck comprising cards that have four suits and a series of values; the cards are dealt in a diamond pattern, each of the four sides of the diamond forming a five card poker hand with three interior cards and two corner cards where some or all of the cards have display the suit or value, but not both the suit and value when dealt; on one side and both the suit and value on the other; the player is allowed to exchange cards between hands^[1]; after the exchanges, both the suit and value of the cards are displayed; each hand is then compared to a payable and the player is paid off according to a the payable.

4. (Amended twice) A The video poker game of claim 3 where ~~cards are dealt in a diamond pattern, the interior cards of the pattern have on one side and both the suit and value on the other and the corner cards are conventional cards dealt face down, the player is permitted to exchange some or all of the interior cards; after the~~

exchange both the suit and value of the interior card is displayed; the corner cards are turned face-up, and the player is paid off according to a the payable.

5. (Amended twice) A video poker game where ~~a~~ two or more hands of cards are dealt from a deck that has cards with four suits and a series of values, where some or all of the cards display have the suit or value, but not both the suit and value, ~~when dealt on one side and both the suit and value on the other~~, one or more bets can be placed, the cards then display both the suit and value, and the player is paid off according to a payable.

6 to 12 (Deleted)

B1
cont.
13. (Amended Once) A method to use Pplaying cards, or an electronic representation of playing cards, ~~used to~~ for playing gambling card games like poker and blackjack where the cards have both suits and numerical values; do not have non-descriptive backs when the cards are dealt the card's suit is displayed, but the card's numerical value is not displayed; when a player selects a card both the card's numerical value and the card's suit are displayed.

14. — (Amended Once) ~~The cards of claim 13 where ten cards are dealt and the player selects five cards to form a poker hand, the poker hand is then then compared to a payable.~~

15. — (Amended Once) ~~The cards of claim 13 where ten cards are dealt in two rows of five cards each, one row has suit cards, the other row has numerical value cards, and the player is required to select cards from the ten cards to create a five card poker hand.~~